

77 Mended Claims not complete

Claims:

18. (amended) A system comprising:

a track segmentor for segmenting a track by splitting said track into track elements cut from said track each of said track elements containing time portion of said track;

a track database comprising a plurality of track elements generated by said track segmentor; and

a segment player that plays a single track element at a time to create a track from said plurality of track elements during play of said plurality track elements.

19. (amended) The system of claim 18 wherein said segment player plays consecutive track elements with no gaps and no overlaps allowing to dynamically change order of played track elements during play of said plurality track elements.

20. The system of claim 18 wherein said track database comprises at least one sequence of a plurality of track elements.

21. The system of claim 20 comprising means for loading said segment mixer with a sequence of said at least one sequence of a plurality of track elements.

22. The track elements of claim 18 wherein at least one of said track elements begins at the start of a beat, lasts a full number of beats and ends before the start of a next beat, whereby said track elements form building blocks enabling the creation of a track.

23. (amended) A method for consecutively playing track segments one immediately following the other during play comprising: